ABSTRACT OF THE DISCLOSURE

A system and method is provided for serializing objects in a compiled programming language. The method includes the operation of creating a storage agent for a serializable object, and the storage agent is configured to construct instances of the serializable object. A

5   serializable object name and an associated storage agent pointer are registered in a type map for each serializable object, and the storage agent pointer links to the corresponding storage agent. The serializable object is stored with the serializable object name and object data on an electronic storage medium. The serializable object's storage agent is identified by using the serializable object name to index into the type map when the serialized object is read from

10   the electronic storage medium. A further operation is constructing a serializable object instance using the storage agent. The serializable object instance can then be loaded with the object data read from the electronic storage medium to restore the serialized object.

15

20

25